

PLAYING ANALYZER, PLAYING ANALYSIS METHOD AND MEMORY MEDIUM

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Inventor: HAYASHI RYUTARO

Applicant: CASIO COMPUTER CO LTD

Classification:

- international: G10H1/00; G10H1/00; (IPC1-7): G10H1/00; G10H1/00

- European:

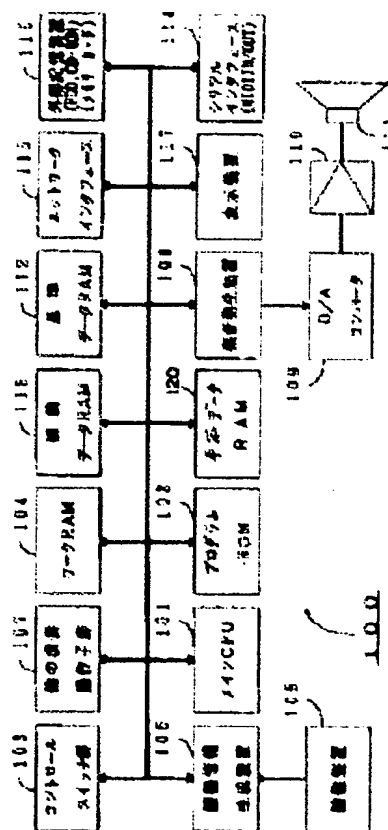
Application number: JP19960214890 19960814

Priority number(s): JP19960214890 19960814; JP19950343501 19951228

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Abstract of JP9237088

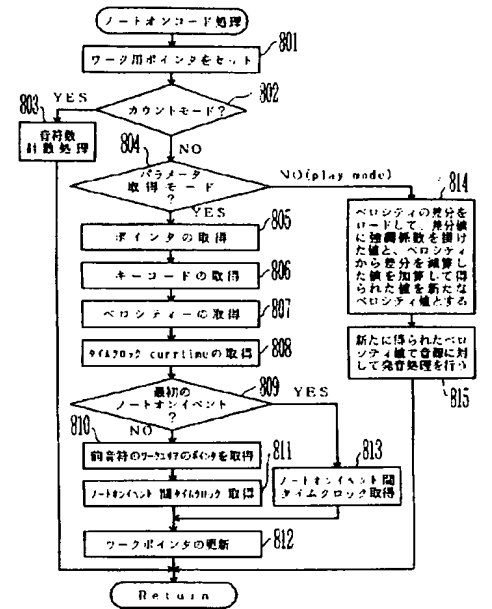
PROBLEM TO BE SOLVED: To provide a player with information for improving training efficiency. **SOLUTION:** The test data of the contents of the playing that the player made by himself are stored into a test data RAM 113. The reference data of the playing contents that the player is ought to follow are stored in a reference data RAM 112. A main CPU 101 extracts the data for analysis by every one note from the reference data and the test data and stores the extracted data discretely into the work areas of a work RAM 10. The CPU executes the matching of the notes between the reference data and the test data by using the data for analysis and acquires the differences between the notes by every parameter according to the matched results. The CPU, thereafter, analyzes the playing contents of the player and displays the results on a display device 117 by using the difference acquired for every parameter. The CPU changes the reference data according to the acquired differences and performs automatic playing in the form of stressing the playing tendencies of the player.



Data supplied from the esp@cenet database - Worldwide

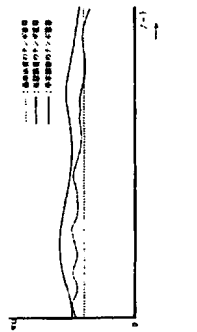
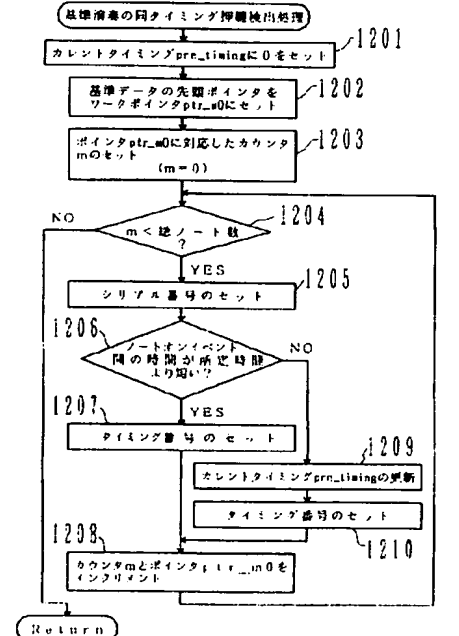
[38]

ノートオソコード処理の動作フローチャート



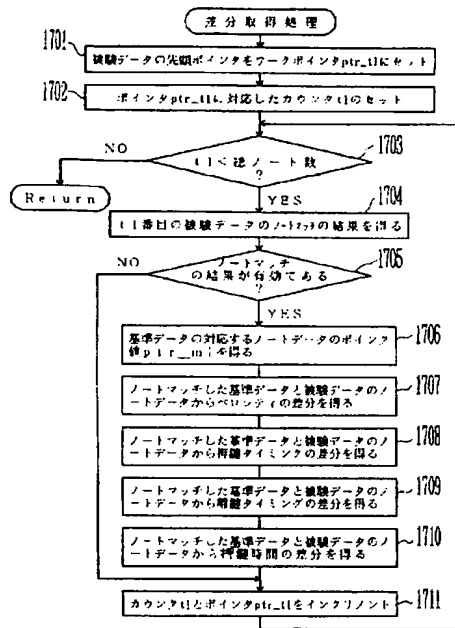
〔23〕

基準演奏の同タイミングの押鍵検出処理の動作フローチャート



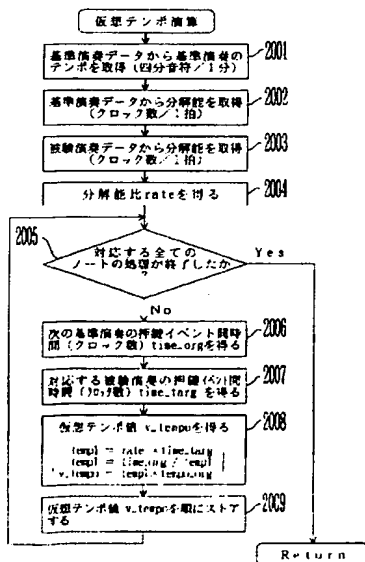
[図17]

差分取得処理の動作フローチャート



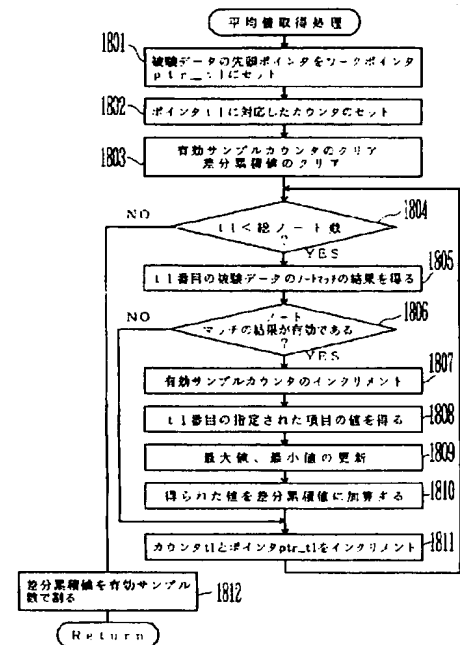
[図20]

仮想テンポ演算処理の動作フローチャート



[図18]

平均値取得処理の動作フローチャート



[図22]

仮想テンポ演算処理の動作フローチャート

